



Item Changes & Locations

- All Mega Stones except Mewtwonite X and Y are now available before the Elite Four.
- All TMs except Dream Eater and Retaliate are also available before the Elite Four.
- The following less useful TMs have been changed to teach different moves, as follows:

TM48 Round => Ice Punch

TM60 Quash => Fire Punch

TM49 Echoed Voice => Drain Punch

TM58 Sky Drop => Thunder Punch

TM100 Confide => Giga Drain

TM51 Steel Wing => Sucker Punch

- TM49 and TM100 are found in their usual locations.
- Item locations have been changed as follows:

All Marts (Five badges onwards)

Potion => Gardevoirite
Super Potion => Garchompite
Antidote => Scizorite
Paralyze Heal => Kangaskhanite
Awakening => Heracronite
Burn Heal => Gyaradosite
Ice Heal => Tyranitarite
Repel => Pinsirite

Incense Stand (Coumarine City)

Sea Incense => Manectite
Lax Incense => Houndoominite
Rose Incense => Mawilite
Pure Incense => Banettite
Rock Incense => Charizardite Y (X)/Charizardite X (Y)
Odd Incense => Aggronite
Luck Incense => Absolite
Full Incense => Medichamite
Wave Incense => Alakazite

Stone Emporium:

Fire Stone => Dawn Stone
Water Stone => Dusk Stone
Leaf Stone => Shiny Stone

Aquacorde Town Poké Ball Store

Poké Balls => Cherish Balls

Santalune City Mart

X Speed => TM48 Ice Punch
X Attack => TM60 Fire Punch
X Defense => TM58 Thunder Punch
Guard Spec. => TM23 Smack Down
Dire Hit => TM59 Incinerate
X Accuracy => TM05 Roar
X Sp. Attack => TM16 Light Screen
X Sp. Def => TM33 Reflect

Lumiose City, North Boulevard Poké Center

Heal Ball => TM72 Volt Switch
Net Ball => TM87 Swagger
Nest Ball=> TM51 Sucker Punch

Cyllage City

Nest Ball => Flying Gem

Laverre City Mart

Protein => TM14 Blizzard
Iron => TM25 Thunder
Calcium => TM38 Fire Blast
Zinc => TM52 Focus Blast
Carbos => TM15 Hyper Beam
HP Up => TM68 Giga Impact

(Vitamins are now post-game only; you can use Super Training if you're desperate for extra EVs)

Anistar City Mart

Blizzard => TM93 Wild Charge
Thunder => TM91 Flash Cannon
Fire Blast => TM34 Sludge Wave
Focus Blast => TM50 Overheat
Hyper Beam => TM64 Explosion

Coumarine City Mart:

Quick Ball => Razor Claw
Timer Ball => Razor Fang
Repeat Ball => Dubious Disc

(These balls are now exclusive to the Poké Ball Emporium)

Snowbelle City Mart:

Heal Ball => Assault Vest
Net Ball => Life Orb
Nest Ball => Flame Orb
Dusk Ball => Toxic Orb
Quick Ball => Choice Band
Timer Ball => Choice Scarf
Repeat Ball => Choice Specs

Wild Hold Items:

- In addition to the usual items (which are now much more common), the following items can also be found on wild Pokémon:
 - Flame Orb: sometimes held by wild Drifloon (5%) and Slugma (50%)
 - Toxic Orb: sometimes held by wild Zangoose (5%) and Muk (50%)
 - Life Orb: sometimes held by wild Absol (5%)
 - Fire, Water and Leaf Stones: always held by wild Pansear, Panpour and Pansage respectively
 - Sun and Moon Stones: always held by wild Solrock and Lunatone
 - Blazikenite: sometimes held by wild Torchic (50%)
 - Latiosite: sometimes held by wild Latios (50%)
 - Latiasite: sometimes held by wild Latias (50%)
- All trade evolution inducing items, except for Metal Coats (these are held by the usual Pokémon), will sometimes be held by the Pokémon that require them to evolve.
- Fossils are sometimes held by the following Pokémon, which are all found in or near Glittering Cave:
 - Helix Fossil: Krabby (50%)
 - Dome Fossil: Onix (50%)
 - Root Fossil: Relicanth (100%)
 - Claw Fossil: Kangaskhan (50%)
 - Armor Fossil: Helioptile (50%)
 - Skull Fossil: Hippopotas (50%)
 - Plume Fossil: Dwebble (50%)
 - Cover Fossil: Sandile (50%)
 - Sail Fossil: Binacle (50%)
 - Jaw Fossil: Mawile (50%)